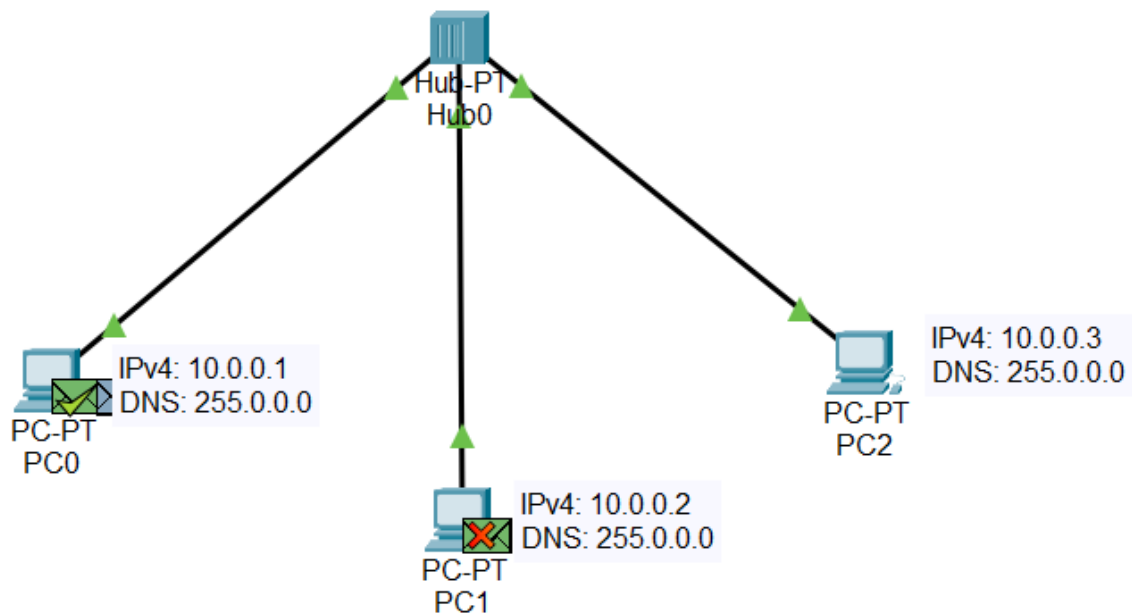


COMPUTER NETWORKS

LABORATORY PROGRAM – 1

Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.



Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC2	ICMP		0.000	N	0	(edit)	

```
C:\>ping 10.0.0.3
```

```
Pinging 10.0.0.3 with 32 bytes of data:
```

```
Reply from 10.0.0.3: bytes=32 time=9ms TTL=128
```

```
Reply from 10.0.0.3: bytes=32 time<1ms TTL=128
```

```
Reply from 10.0.0.3: bytes=32 time=1ms TTL=128
```

```
Reply from 10.0.0.3: bytes=32 time<1ms TTL=128
```

```
Ping statistics for 10.0.0.3:
```

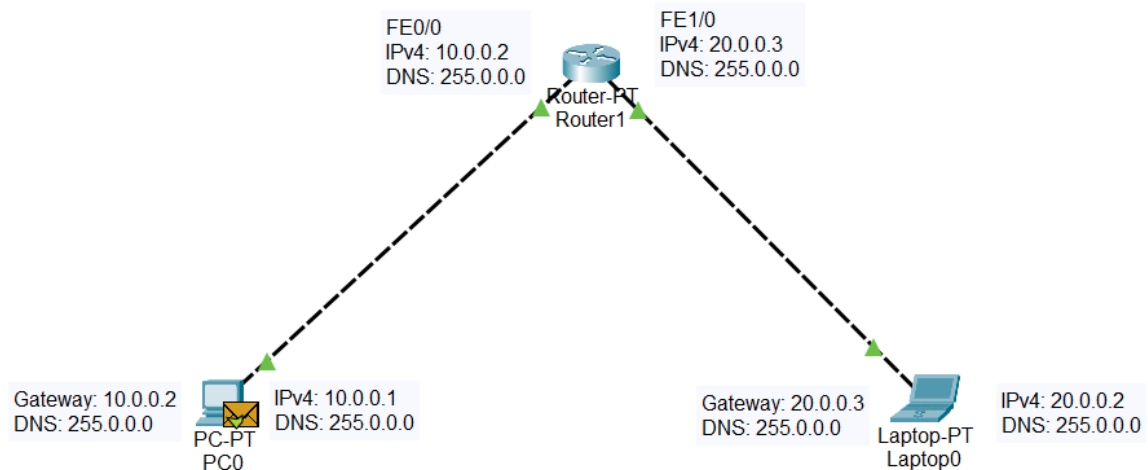
```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
    Approximate round trip times in milli-seconds:
```

```
        Minimum = 0ms, Maximum = 9ms, Average = 2ms
```

LABORATORY PROGRAM – 2

Configure IP address to routers in packet tracer. Explore the following messages: ping responses, destination unreachable, request timed out, reply.



Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	
	In Progress	PC0	Laptop0	ICMP		0.000	N	1	(edit)	
	In Progress	PC0	Laptop0	ICMP		0.000	N	2	(edit)	

```
Cisco Packet Tracer PC Command Line 1.0
```

```
C:\>ping 20.0.0.3
```

```
Pinging 20.0.0.3 with 32 bytes of data:
```

```
Reply from 20.0.0.3: bytes=32 time<1ms TTL=255
```

```
Reply from 20.0.0.3: bytes=32 time<1ms TTL=255
```

```
Reply from 20.0.0.3: bytes=32 time<1ms TTL=255
```

```
Reply from 20.0.0.3: bytes=32 time<1ms TTL=255
```

```
Ping statistics for 20.0.0.3:
```

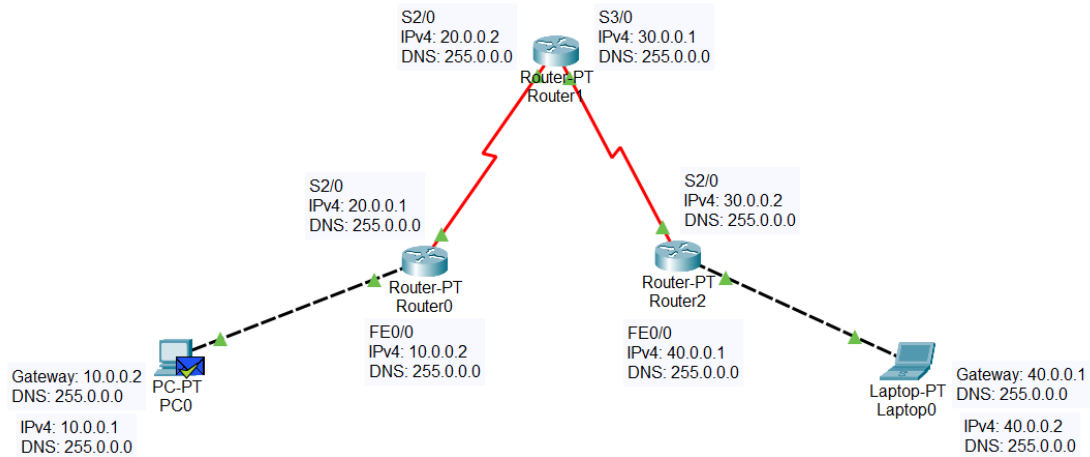
```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
Approximate round trip times in milli-seconds:
```

```
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

LABORATORY PROGRAM – 3

Configure static route to the Router.



SHOW IP ROUTE

```
C 10.0.0.0/8 is directly connected, FastEthernet0/0
C 20.0.0.0/8 is directly connected, Serial2/0
S 30.0.0.0/8 [1/0] via 20.0.0.2
S 40.0.0.0/8 [1/0] via 20.0.0.2
```

Figure 3.1: Router0

```
S 10.0.0.0/8 [1/0] via 20.0.0.1
C 20.0.0.0/8 is directly connected, Serial2/0
C 30.0.0.0/8 is directly connected, Serial3/0
S 40.0.0.0/8 [1/0] via 30.0.0.2
```

Figure 3.2: Router1

```
S 10.0.0.0/8 [1/0] via 30.0.0.1
S 20.0.0.0/8 [1/0] via 30.0.0.1
C 30.0.0.0/8 is directly connected, Serial2/0
C 40.0.0.0/8 is directly connected, FastEthernet0/0
```

Figure 3.3: Router3.3

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 40.0.0.2

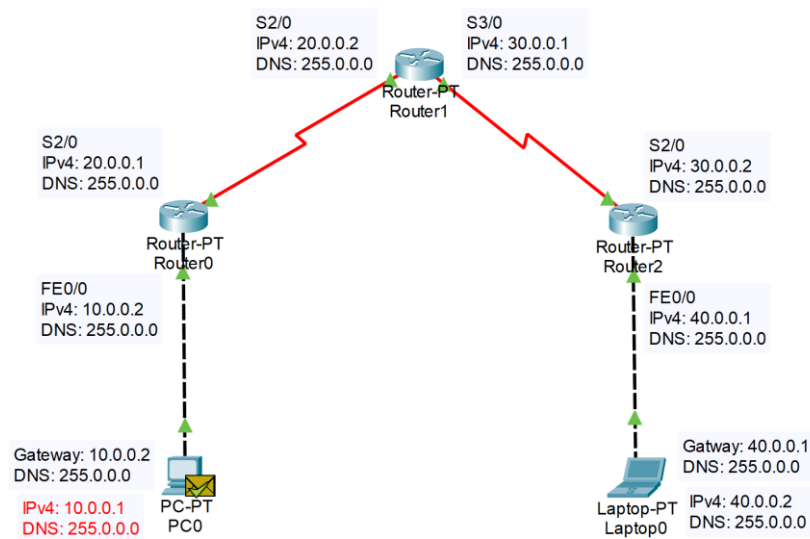
Pinging 40.0.0.2 with 32 bytes of data:

Reply from 40.0.0.2: bytes=32 time=36ms TTL=125
Reply from 40.0.0.2: bytes=32 time=34ms TTL=125
Reply from 40.0.0.2: bytes=32 time=30ms TTL=125
Reply from 40.0.0.2: bytes=32 time=26ms TTL=125

Ping statistics for 40.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 26ms, Maximum = 36ms, Average = 31ms
```

LABORATORY PROGRAM – 4(A)

Configure default route, static route to the Router.



SHOW IP ROUTE

```

Gateway of last resort is 20.0.0.2 to network 0.0.0.0
C 10.0.0.0/8 is directly connected, FastEthernet0/0
C 20.0.0.0/8 is directly connected, Serial2/0
S* 0.0.0.0/0 [1/0] via 20.0.0.2

S 10.0.0.0/8 [1/0] via 20.0.0.1
C 20.0.0.0/8 is directly connected, Serial2/0
C 30.0.0.0/8 is directly connected, Serial3/0
S 40.0.0.0/8 [1/0] via 30.0.0.2
    
```

Figure 4.1: Router0

Figure4.2: Router1

```

Gateway of last resort is 30.0.0.1 to network 0.0.0.0
C 30.0.0.0/8 is directly connected, Serial2/0
C 40.0.0.0/8 is directly connected, FastEthernet0/0
S* 0.0.0.0/0 [1/0] via 30.0.0.1
    
```

Figure 4.3: Router2

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	

```
C:\>ping 40.0.0.2
```

```
Pinging 40.0.0.2 with 32 bytes of data:
```

```

Reply from 40.0.0.2: bytes=32 time=34ms TTL=125
Reply from 40.0.0.2: bytes=32 time=33ms TTL=125
Reply from 40.0.0.2: bytes=32 time=30ms TTL=125
Reply from 40.0.0.2: bytes=32 time=33ms TTL=125
    
```

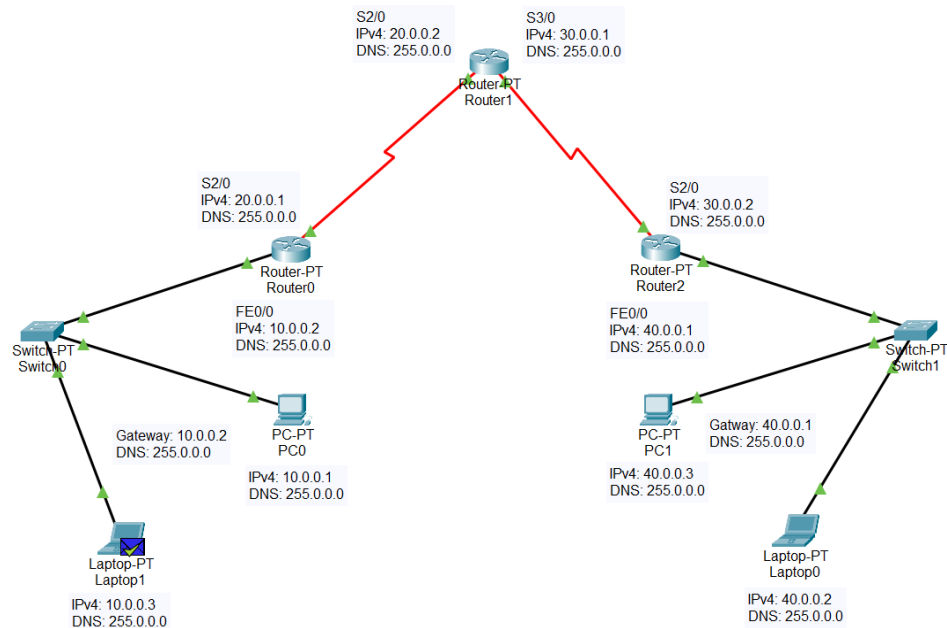
```
Ping statistics for 40.0.0.2:
```

```

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 30ms, Maximum = 34ms, Average = 32ms
    
```

LABORATORY PROGRAM – 4(B)

Configure default route, static route to the Router, inclusive switches.



SHOW IP ROUTE

```
Gateway of last resort is 20.0.0.2 to network 0.0.0.0
C    10.0.0.0/8 is directly connected, FastEthernet0/0
C    20.0.0.0/8 is directly connected, Serial2/0
S*   0.0.0.0/0 [1/0] via 20.0.0.2
```

Figure 4.1: Router0

```
S    10.0.0.0/8 [1/0] via 20.0.0.1
C    20.0.0.0/8 is directly connected, Serial2/0
C    30.0.0.0/8 is directly connected, Serial3/0
S    40.0.0.0/8 [1/0] via 30.0.0.2
```

Figure4.2: Router1

```
Gateway of last resort is 30.0.0.1 to network 0.0.0.0
C    30.0.0.0/8 is directly connected, Serial2/0
C    40.0.0.0/8 is directly connected, FastEthernet0/0
S*   0.0.0.0/0 [1/0] via 30.0.0.1
```

Figure 4.3: Router2

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	

```
C:\>ping 40.0.0.3

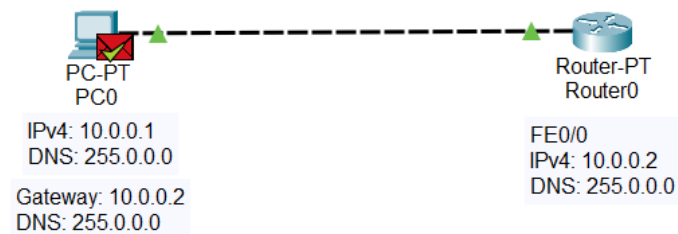
Pinging 40.0.0.3 with 32 bytes of data:

Reply from 40.0.0.3: bytes=32 time=35ms TTL=125
Reply from 40.0.0.3: bytes=32 time=37ms TTL=125
Reply from 40.0.0.3: bytes=32 time=24ms TTL=125
Reply from 40.0.0.3: bytes=32 time=38ms TTL=125

Ping statistics for 40.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 24ms, Maximum = 38ms, Average = 33ms
```

LABORATORY PROGRAM – 5

To understand the operation of TELNET by accessing the router in server room from a PC in IT office.



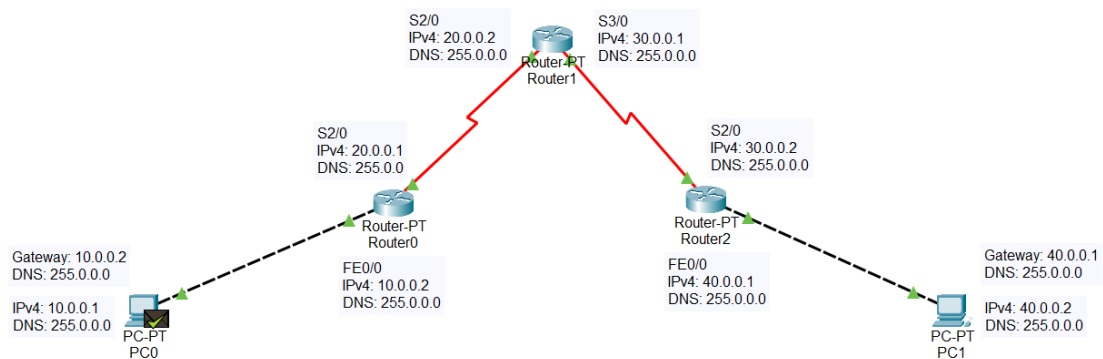
```
Router0
Physical Config CLI
IOS Command Line Interface
Router(config)#interface FastEthernet0/0
Router(config-if)#no shutdown
Router(config-if)#
%LINK-6-CHANGED: Interface FastEthernet0/0, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to up
ip address 10.0.0.2 255.0.0.0
Router(config-if)#exit
Router(config)#hostname R1
R1(config)#enable secret P0
R1(config)#line vty 0 5
R1(config-line)#login
% Login disabled on line 132, until 'password' is set
% Login disabled on line 133, until 'password' is set
% Login disabled on line 134, until 'password' is set
% Login disabled on line 135, until 'password' is set
% Login disabled on line 136, until 'password' is set
% Login disabled on line 137, until 'password' is set
R1(config-line)#password P1
R1(config-line)#exit
R1(config)#exit
R1#
%SYS-5-CONFIG_I: Configured from console by console
R1#
R1#
Building configuration...
[OK]
R1#
```

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Router0	ICMP		0.000	N	0	(edit)	

```
PC0
Physical Config Desktop Custom Interface
Command Prompt
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.2
Pinging 10.0.0.2 with 32 bytes of data:
Reply from 10.0.0.2: bytes=32 time=0ms TTL=255
Reply from 10.0.0.2: bytes=32 time=0ms TTL=255
Reply from 10.0.0.2: bytes=32 time=0ms TTL=255
Reply from 10.0.0.2: bytes=32 time=0ms TTL=255
Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
PC>telnet 10.0.0.2
Trying 10.0.0.2 ...Open
User Access Verification
Password:
R1>enable
Password:
R1#
```

LABORATORY PROGRAM – 6

Demonstrate the TTL/ Life of a Packet.



PDU Information at Device: Router0

OSI Model [Inbound PDU Details](#) Outbound PDU Details

PDU Formats

Ethernet II	
0	16
PREAMBLE: 10101010	DEST ADDR: 000D.BD27.5B45
SRC ADDR: 00D0.979D.0000	TYPE: 0x0800
DATA (VARIABLE LENGTH)	

IP	
0	24
VER: 4	IHL: 5
DSCP: 0x00	
TL: 28	
ID: 0x0004	
FLAGS: 0x0	
FRAG OFFSET: 0x000	
TTL: 255	
PRO: 0x01	
CHKSUM	
SRC IP: 10.0.0.1	
DST IP: 40.0.0.2	
DATA (VARIABLE LENGTH)	

ICMP	
0	16
DATA (VARIABLE LENGTH)	

Figure 6.1: Inbound PDU, Router0

PDU Information at Device: Router0

OSI Model Inbound PDU Details [Outbound PDU Details](#)

PDU Formats

HDLC	
0	16
FLG: 0x7E	ADR: 0x8f
CONTROL: 0x0000	
DATA (VARIABLE LENGTH)	
FCS: 0x0000	
FLG: 0x7E	

IP	
0	24
VER: 4	IHL: 5
DSCP: 0x00	
TL: 28	
ID: 0x0004	
FLAGS: 0x0	
FRAG OFFSET: 0x000	
TTL: 254	
PRO: 0x01	
CHKSUM	
SRC IP: 10.0.0.1	
DST IP: 40.0.0.2	
DATA (VARIABLE LENGTH)	

Figure 6.2: Outbound PDU, Router0

PDU Information at Device: Router1

OSI Model [Inbound PDU Details](#) Outbound PDU Details

PDU Formats

HDLC	
0	16
FLG: 0x7E	ADR: 0x8f
CONTROL: 0x0000	
DATA (VARIABLE LENGTH)	
FCS: 0x0000	
FLG: 0x7E	

IP	
0	24
VER: 4	IHL: 5
DSCP: 0x00	
TL: 28	
ID: 0x0004	
FLAGS: 0x0	
FRAG OFFSET: 0x000	
TTL: 254	
PRO: 0x01	
CHKSUM	
SRC IP: 10.0.0.1	
DST IP: 40.0.0.2	
DATA (VARIABLE LENGTH)	

Figure 6.3: Inbound PDU, Router1

PDU Information at Device: Router1

OSI Model Inbound PDU Details [Outbound PDU Details](#)

PDU Formats

HDLC	
0	16
FLG: 0x7E	ADR: 0x8f
CONTROL: 0x0000	
DATA (VARIABLE LENGTH)	
FCS: 0x0000	
FLG: 0x7E	

IP	
0	24
VER: 4	IHL: 5
DSCP: 0x00	
TL: 28	
ID: 0x0004	
FLAGS: 0x0	
FRAG OFFSET: 0x000	
TTL: 253	
PRO: 0x01	
CHKSUM	
SRC IP: 10.0.0.1	
DST IP: 40.0.0.2	
DATA (VARIABLE LENGTH)	

Figure 6.4: Outbound PDU, Router1

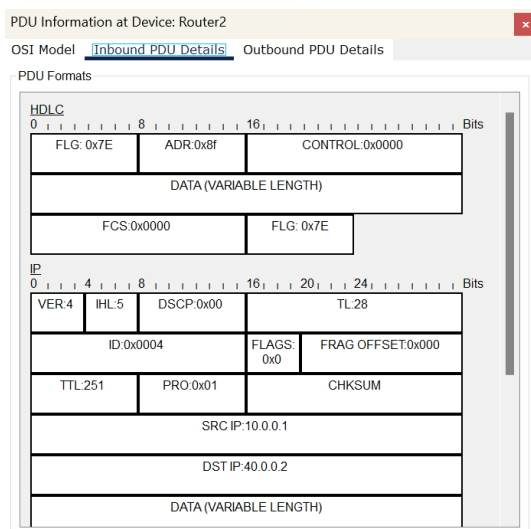


Figure 6.5: Inbound PDU, Router2

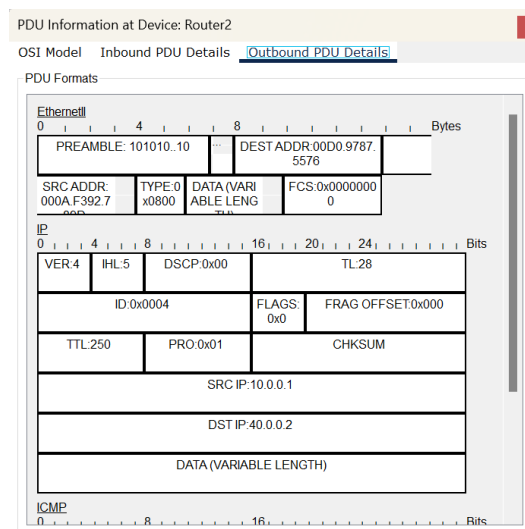


Figure 6.6: Outbound PDU, Router2

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC1	ICMP		0.000	N	0	(edit)	

```
C:\>ping 40.0.0.2

Pinging 40.0.0.2 with 32 bytes of data:

Reply from 40.0.0.2: bytes=32 time=72ms TTL=123
Reply from 40.0.0.2: bytes=32 time=53ms TTL=123
Reply from 40.0.0.2: bytes=32 time=55ms TTL=123
Reply from 40.0.0.2: bytes=32 time=69ms TTL=123

Ping statistics for 40.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 53ms, Maximum = 72ms, Average = 62ms
```


LABORATORY PROGRAM – 7(A)

To Configure IP addresses of the host using DHCP server within a LAN.

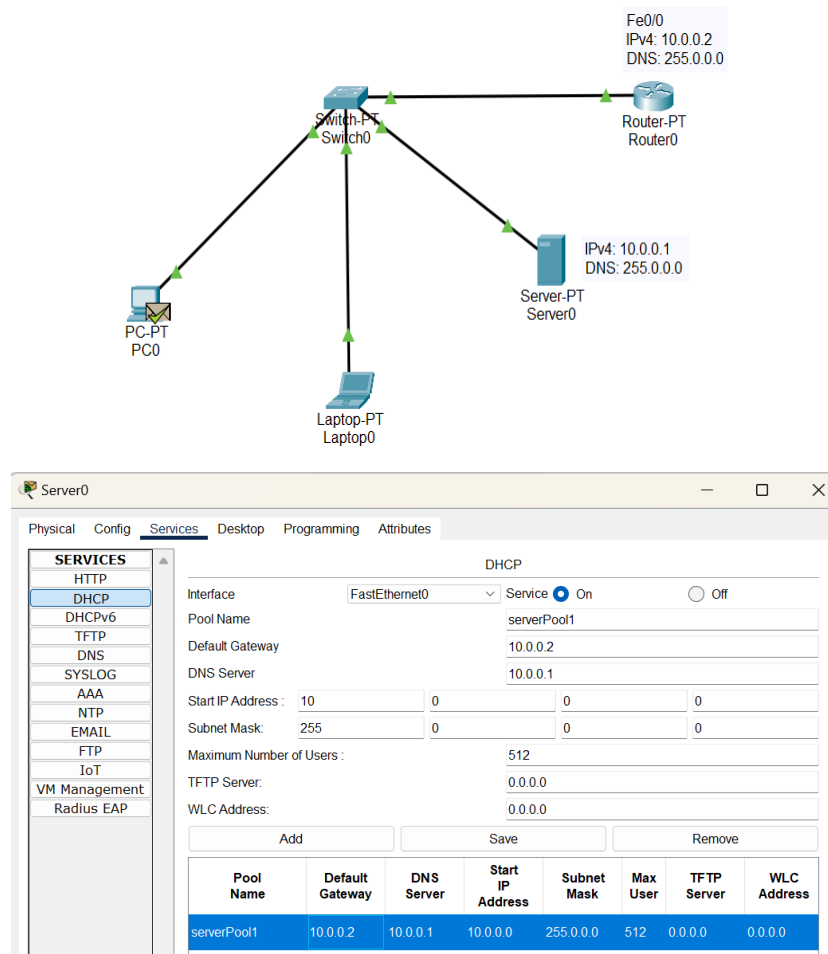


Figure 7.1: DHCP Service, Server0

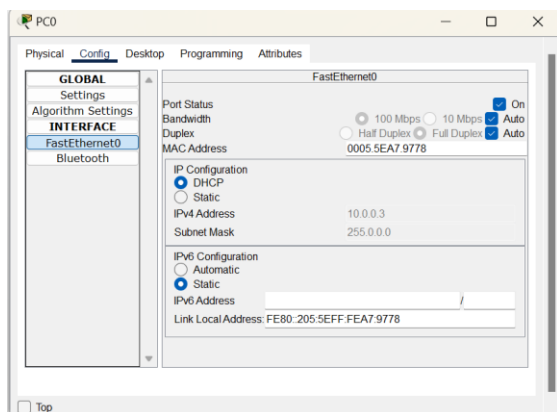


Figure 7.2: DHCP Service, PC0

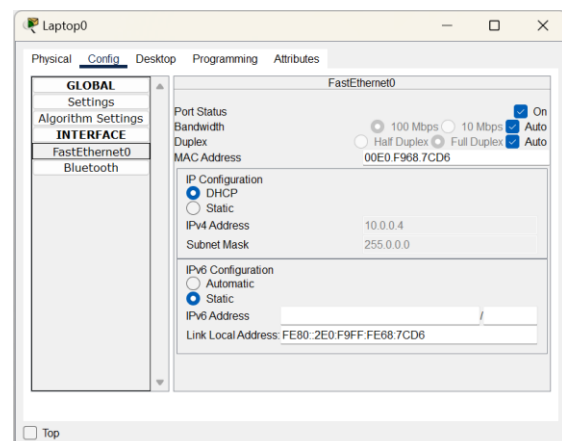





Figure 7.3: DHCP Service, Laptop0

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	

 PC0

Physical
Config
Desktop
Programming
Attributes

Command Prompt

```

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

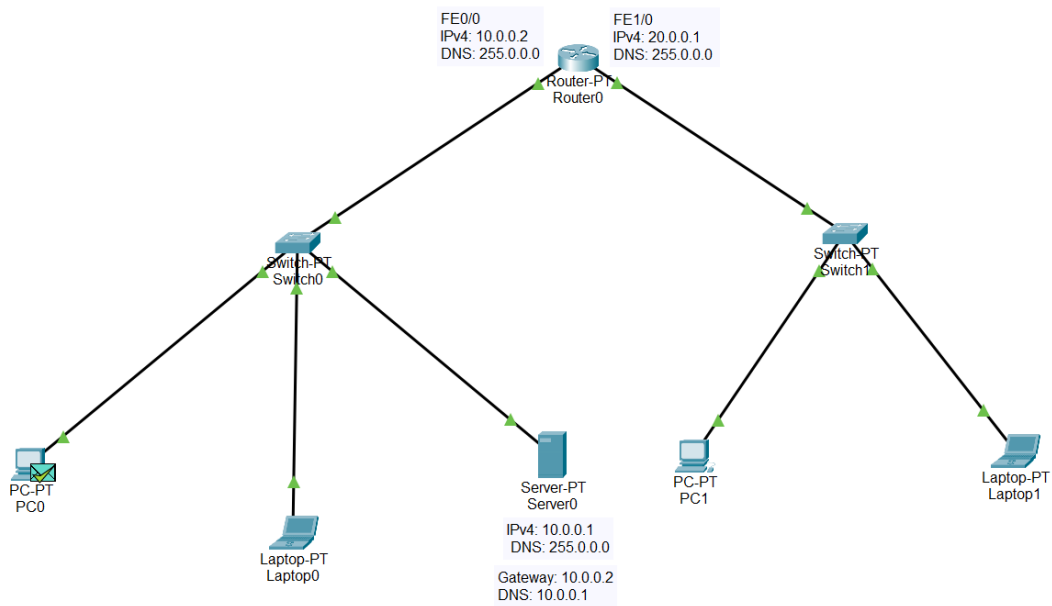
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

```

LABORATORY PROGRAM – 7(B)

To Configure IP addresses of the host using DHCP server outside a LAN.



Server0

Physical Config **Services** Desktop Programming Attributes

SERVICES

- HTTP
- DHCP**
- DHCPv6
- TFTP
- DNS
- SYSLOG
- AAA
- NTP
- EMAIL
- FTP
- IoT
- VM Management
- Radius EAP

DHCP

Interface: FastEthernet0 Service: ☒ On ☐ Off

Pool Name: serverPool1

Default Gateway: 10.0.0.2

DNS Server: 10.0.0.1

Start IP Address: 10.0.0.0

Subnet Mask: 255.0.0.0

Maximum Number of Users: 512

TFTP Server: 0.0.0.0

WLC Address: 0.0.0.0

Add Save Remove

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max User	TFTP Server	WLC Address
serverPool1	10.0.0.2	10.0.0.1	10.0.0.0	255.0.0.0	512	0.0.0.0	0.0.0.0
serverPool2	20.0.0.1	10.0.0.1	20.0.0.0	255.0.0.0	512	0.0.0.0	0.0.0.0
serverPool	0.0.0.0	0.0.0.0	10.0.0.0	255.0.0.0	512	0.0.0.0	0.0.0.0

Figure 7.2.1: DHCP Service, Server0

PC0

Physical Config **Desktop** Programming Attributes

GLOBAL

Settings

Algorithm Settings

INTERFACE

FastEthernet0

Bluetooth

Port Status: ☒ On

Bandwidth: ☒ Auto

Duplex: ☒ Full Duplex

MAC Address: 0005.5EA7.9778

IP Configuration

☒ DHCP

☐ Static

IPv4 Address: 10.0.0.3

Subnet Mask: 255.0.0.0

IPv6 Configuration

☐ Automatic

☒ Static

IPv6 Address:

Link Local Address: FE80:205:5EFF:FEA7:9778

Figure 7.2.2: DHCP Service, PC0

Laptop0

Physical Config **Desktop** Programming Attributes

GLOBAL

Settings

Algorithm Settings

INTERFACE

FastEthernet0

Bluetooth

Port Status: ☒ On

Bandwidth: ☒ Auto

Duplex: ☒ Full Duplex

MAC Address: 00E0.F968.7CD6

IP Configuration

☒ DHCP

☐ Static

IPv4 Address: 10.0.0.4

Subnet Mask: 255.0.0.0

IPv6 Configuration

☐ Automatic

☒ Static

IPv6 Address:

Link Local Address: FE80:2E0:F9FF:FE68:7CD6

Figure 7.2.3: DHCP Service, Laptop0

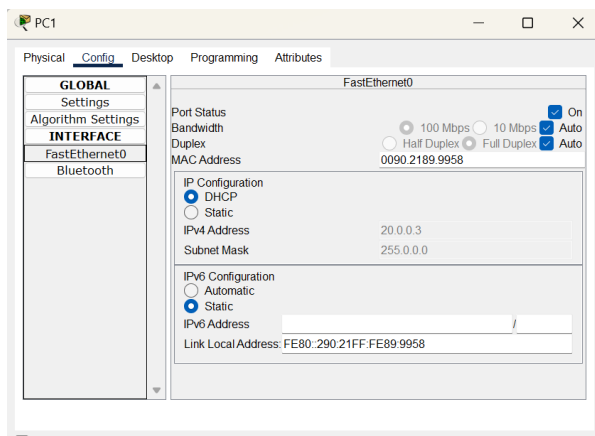


Figure 7.2.4: DHCP Service, PC1

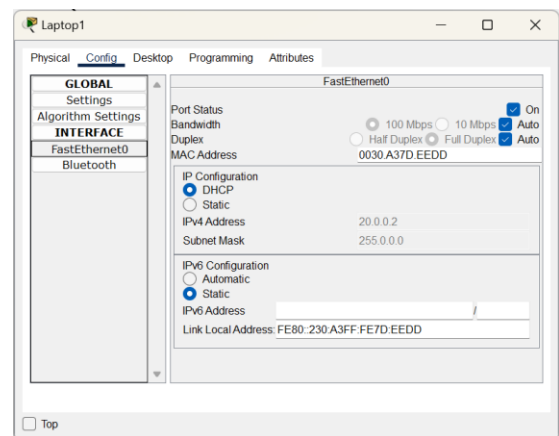


Figure 7.2.5: DHCP Service, Laptop1

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	
	Successful	PC1	Laptop1	ICMP		0.004	N	1	(edit)	

LABORATORY PROGRAM – 8

To Configure DNS server to demonstrate the mapping of IP addresses and Domain names.

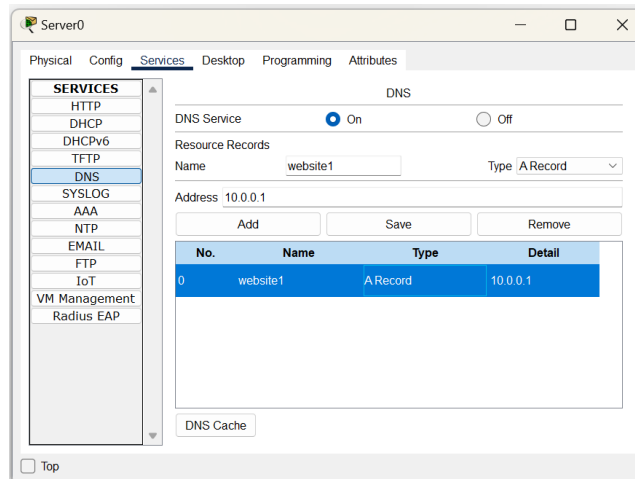
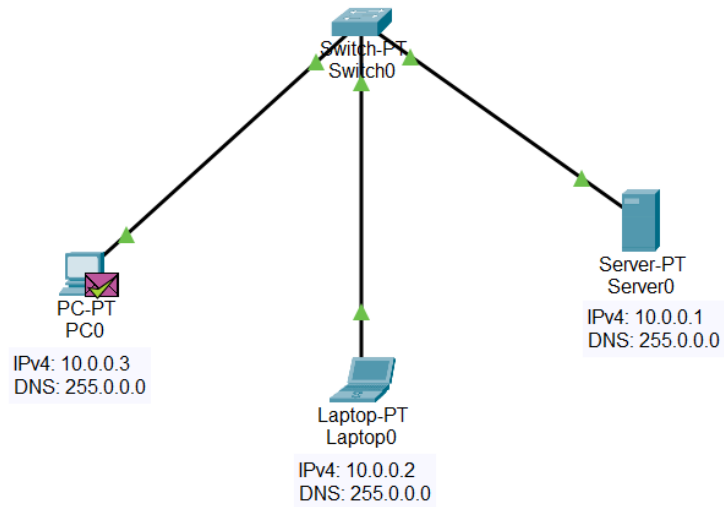


Figure 8.1: DNS Service, Server0

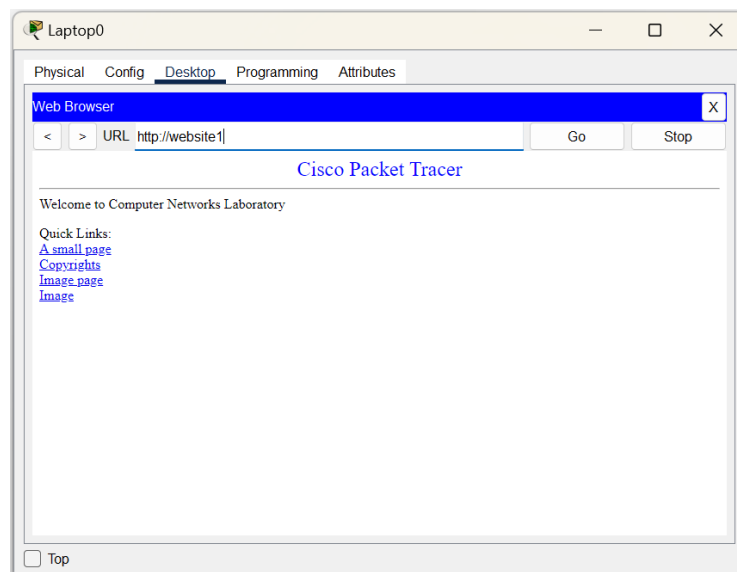


Figure 8.2: DNS Service, Laptop0

LABORATORY PROGRAM – 9

To Configure RIP routing protocol in Routers.

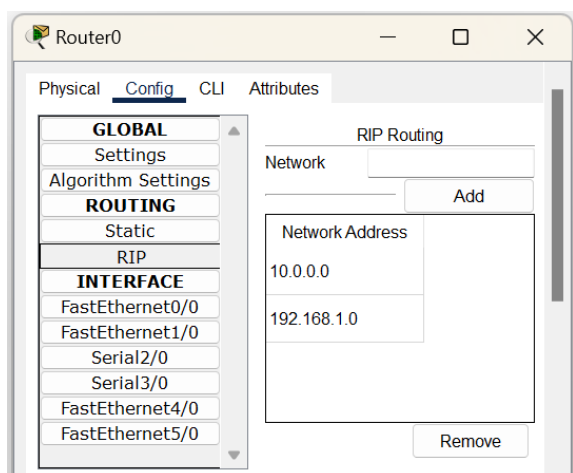
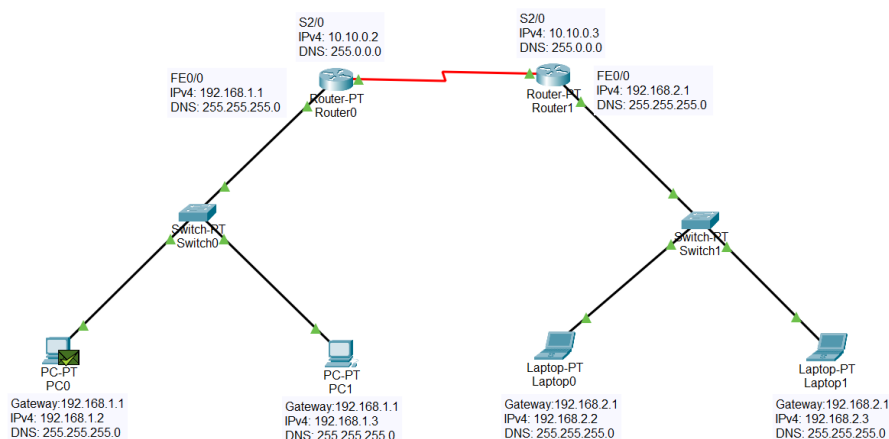


Figure 9.1: RIP, Router0

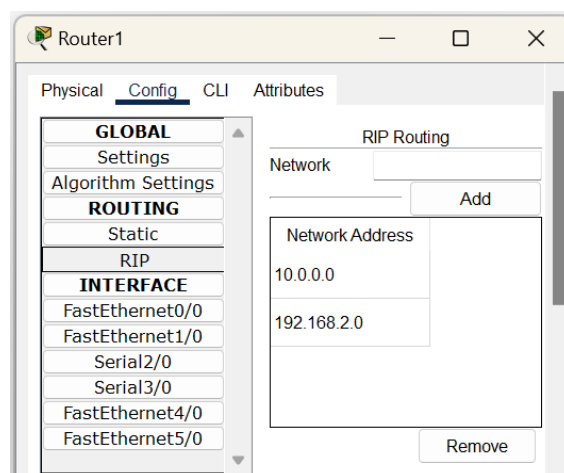


Figure 9.2: RIP, Router

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop1	ICMP		0.000	N	0	(edit)	

```
C:\>ping 192.168.2.3
```

```
Pinging 192.168.2.3 with 32 bytes of data:
```

```
Reply from 192.168.2.3: bytes=32 time=18ms TTL=126
Reply from 192.168.2.3: bytes=32 time=14ms TTL=126
Reply from 192.168.2.3: bytes=32 time=1ms TTL=126
Reply from 192.168.2.3: bytes=32 time=1ms TTL=126
```

```
Ping statistics for 192.168.2.3:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 18ms, Average = 8ms
```

LABORATORY PROGRAM – 10

To demonstrate communication between two devices using a wireless LAN.

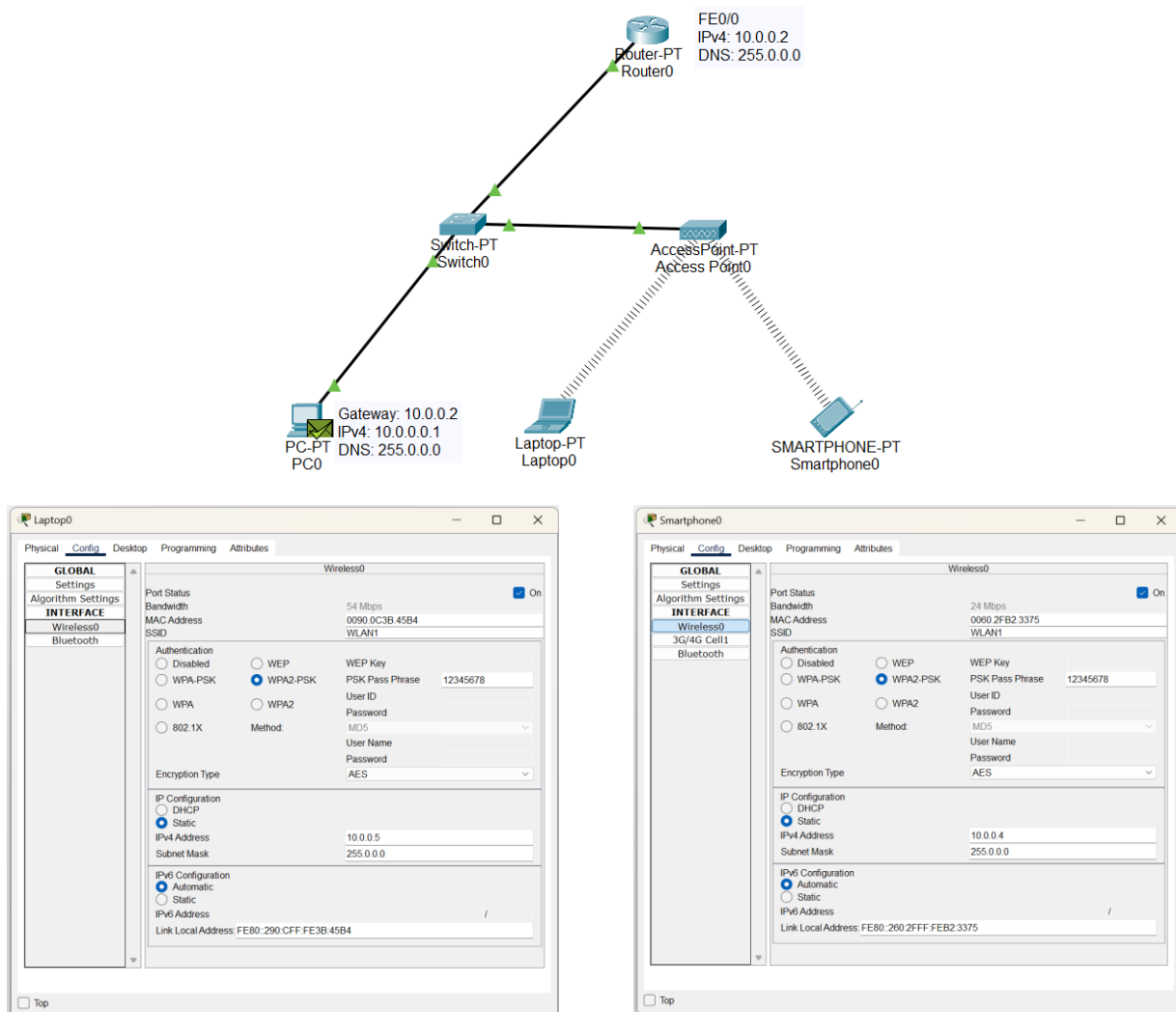


Figure 10.1: Laptop0, Wireless0

Figure 10.2: Smartphone0, Wireless0

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	

```

PC0
Physical Config Desktop Programming Attributes
Command Prompt

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.5

Pinging 10.0.0.5 with 32 bytes of data:

Reply from 10.0.0.5: bytes=32 time=8ms TTL=128
Reply from 10.0.0.5: bytes=32 time=28ms TTL=128
Reply from 10.0.0.5: bytes=32 time=30ms TTL=128
Reply from 10.0.0.5: bytes=32 time=36ms TTL=128

Ping statistics for 10.0.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 8ms, Maximum = 36ms, Average = 25ms
    
```

LABORATORY PROGRAM – 11

To demonstrate the working of Address Resolution Protocol (ARP) within a LAN for communication.

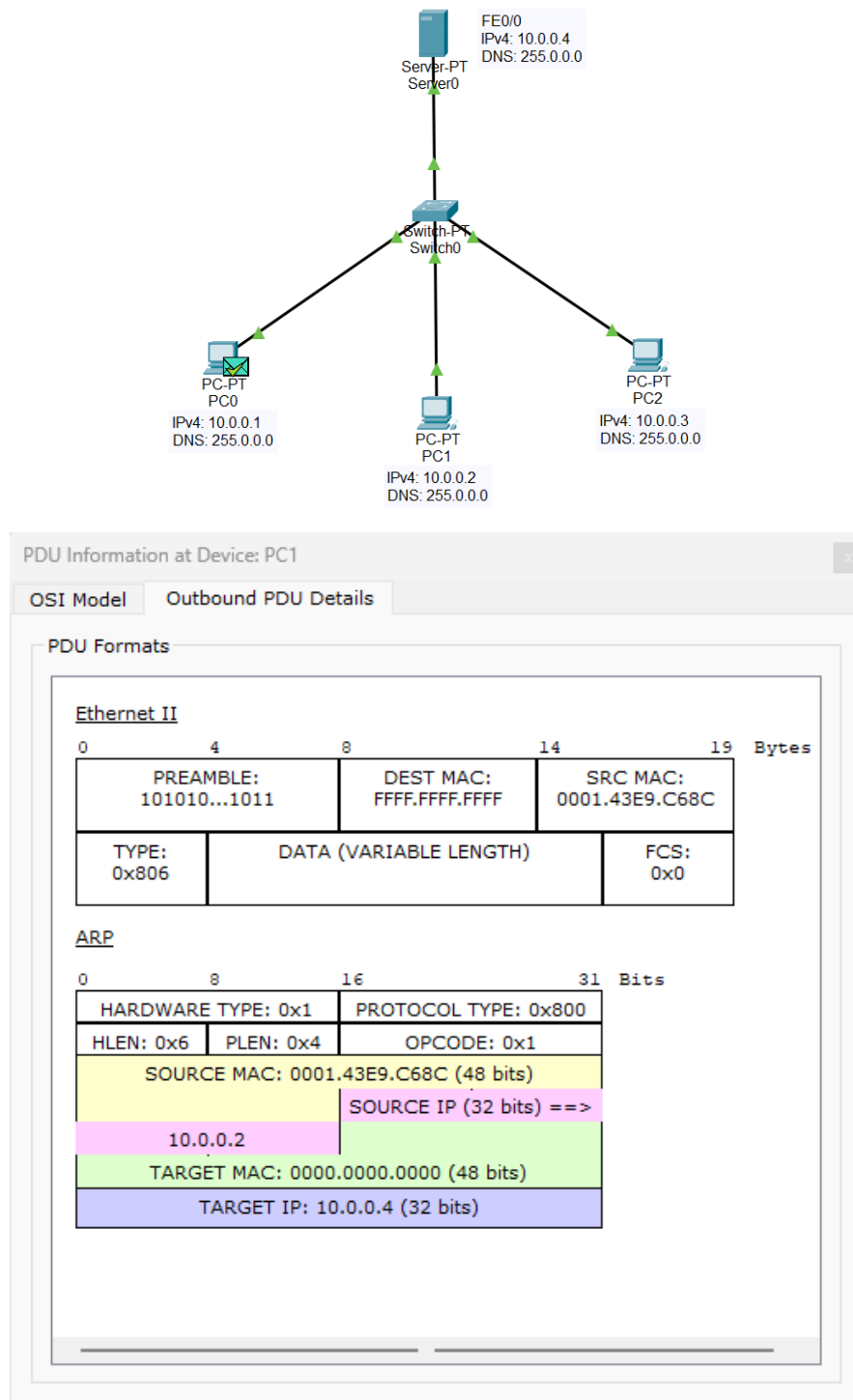


Figure 11.1: Inbound ARP, PC1

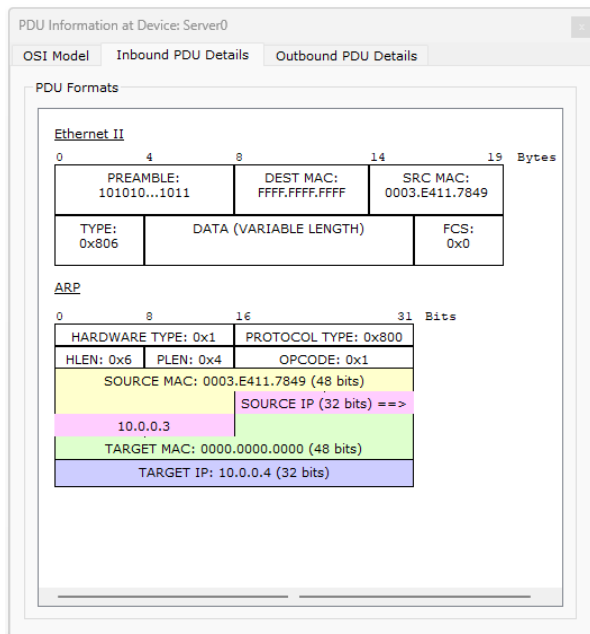


Figure 11.2: Inbound ARP, Server0

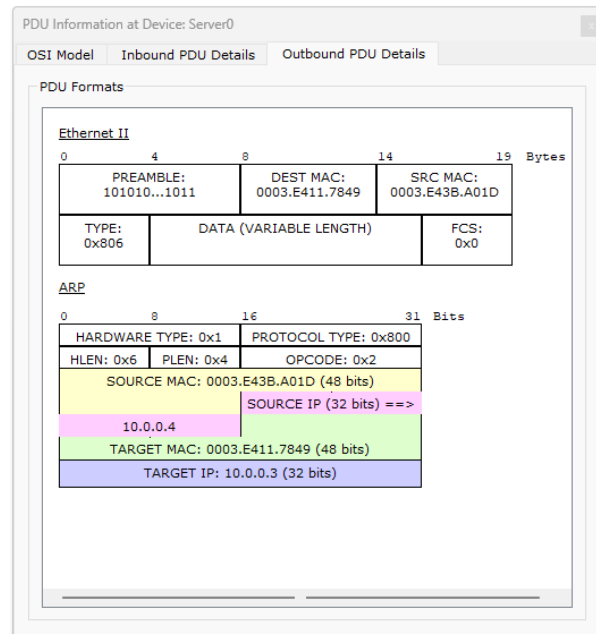


Figure 11.3: Outbound ARP, Server0

ARP Table for Server0

IP Address	Hardware Address	Interface
10.0.0.1	00E0.B062.0C32	FastEthernet0
10.0.0.2	0001.43E9.C68C	FastEthernet0

Figure 11.4: ARP Table, Server0

ARP Table for PC1

IP Address	Hardware Address	Interface
10.0.0.4	0003.E43B.A01D	FastEthernet0

Figure 11.5: ARP Table, PC1

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Server0	ICMP		0.000	N	0	(edit)	

PC0

Physical Config Desktop Programming Attributes

Command Prompt

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes=32 time=23ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 23ms, Average = 5ms
```